

CAPTAIN POWER

AND THE SOLDIERS OF THE FUTURE

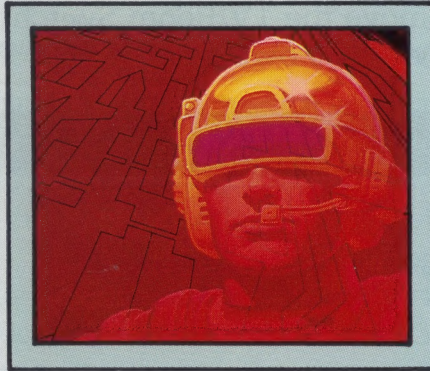


BATTLE GUIDE RULES BOOKLET

How to Play Against the TV—or Other Captain Power Vehicles

WARNING: Don't throw this booklet away! Keep it handy whenever you play with your Captain Power accessories.

0007-0161



Welcome to the Soldiers of the Future!
With your Captain Power accessory, you'll be able to actually interact with me RIGHT ON THE TELEVISION SCREEN! You'll be blasting away at the forces of Lord Dread, while they're firing right back at you! And when I'm not on TV, you can play out battles right in your own living room.

This Battle Guide will tell you how to use your accessory with the TV, or with other Captain Power toys. Read it carefully before you start playing. Remember, the Soldiers of the Future are counting on you. The fate of future-Earth is in your hands!

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Find the section that describes the accessory you have. Read that section first—then get ready to POWER ON!

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THE POWER ON ENERGIZER!



You can use the POWER ON™ Energizer with the Captain Power TV show,* or with other Captain Power accessories.

"POWER ON" WITH THE TV SHOW

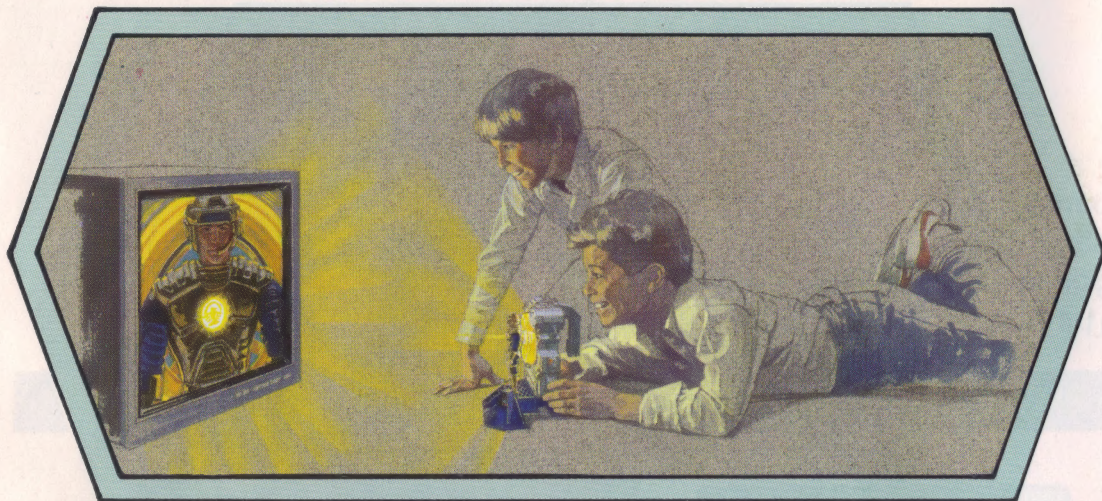
1. Watch for the scene in every Captain Power TV show or videotape (sold separately) when Captain Jonathan Power enters his Energy Chamber. When he shouts his battle cry, "POWER ON!", Jonathan is transformed into his PowerSuit.



2. Move the On/Off Switch to the "on" (up) position. You'll hear a "Power Up" sound. Then hold the Power On Energizer up to the TV screen during the "Power On" scene. POWER ON! The TV show really activates your toy!

3. When the Power On Energizer is activated, it makes a loud "Energy Field" noise.

* Scheduled to air in the Fall, 1987. Check your local TV listings.



DISTANCE FROM THE TV

The Power On Energizer will work up to 10 feet from the TV.

For best results, aim the Power On straight at the TV screen. However, you can stand or sit at an angle from the TV (for example, you can sit on the floor in front of the TV and aim the Power On upwards).

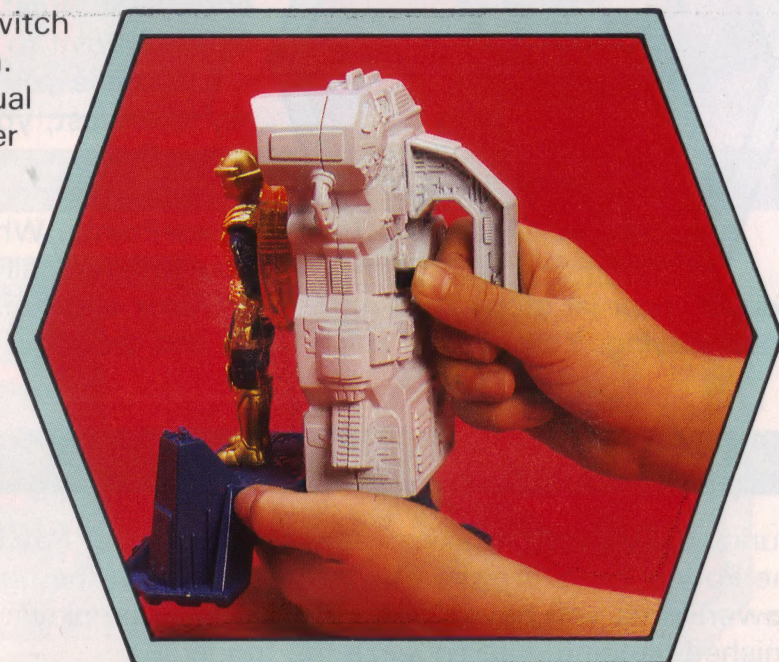
The Power On Energizer will work in normal room light.

TYPES OF TVs

The Power On Energizer will work with color or black & white TVs, on screen sizes from 12 inches to 36 inches. If your TV screen is smaller than 19", you may have to be closer than 10 feet from the TV for best results. May not work with projection TVs.

ACTIVATING THE POWER ON ENERGIZER WITHOUT THE TV

Move the On/Off Switch to the "on" position. Then push the Manual Button. The energizer powers on!

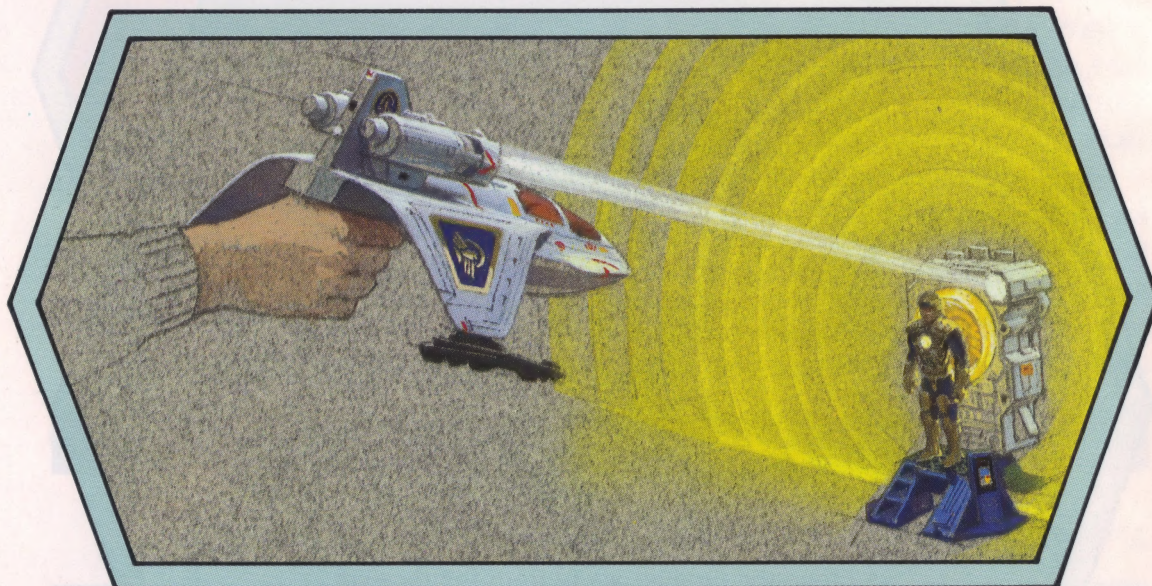


USING THE POWER ON ENERGIZER WITH OTHER VEHICLES

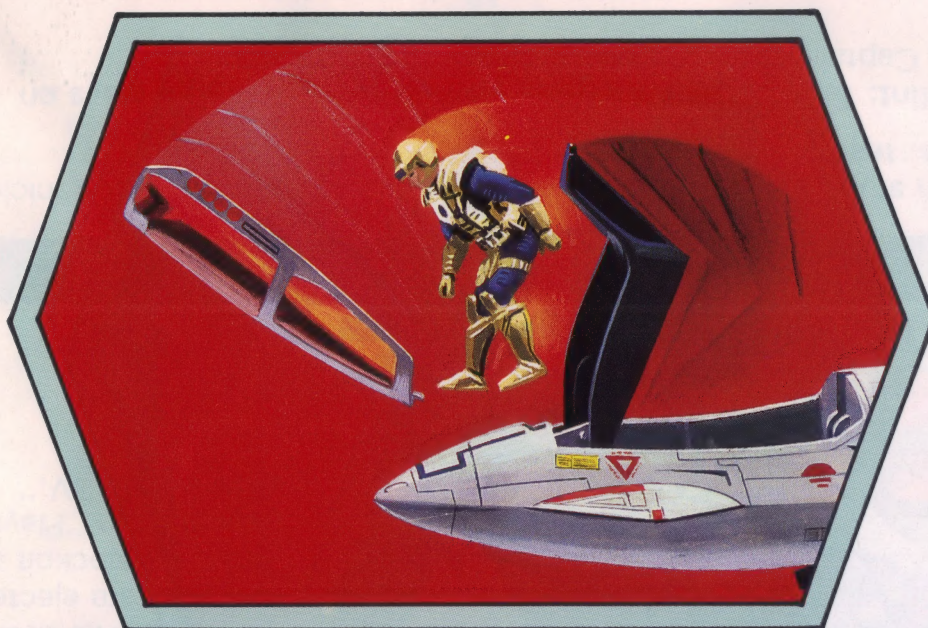


If you have the POWERJET XT-7™ Vehicle, PHANTOM STRIKER™ Vehicle, or INTERLOCKER™ Throne, the Power On Energizer can interact with any of them and become part of the complete Captain Power battle system!

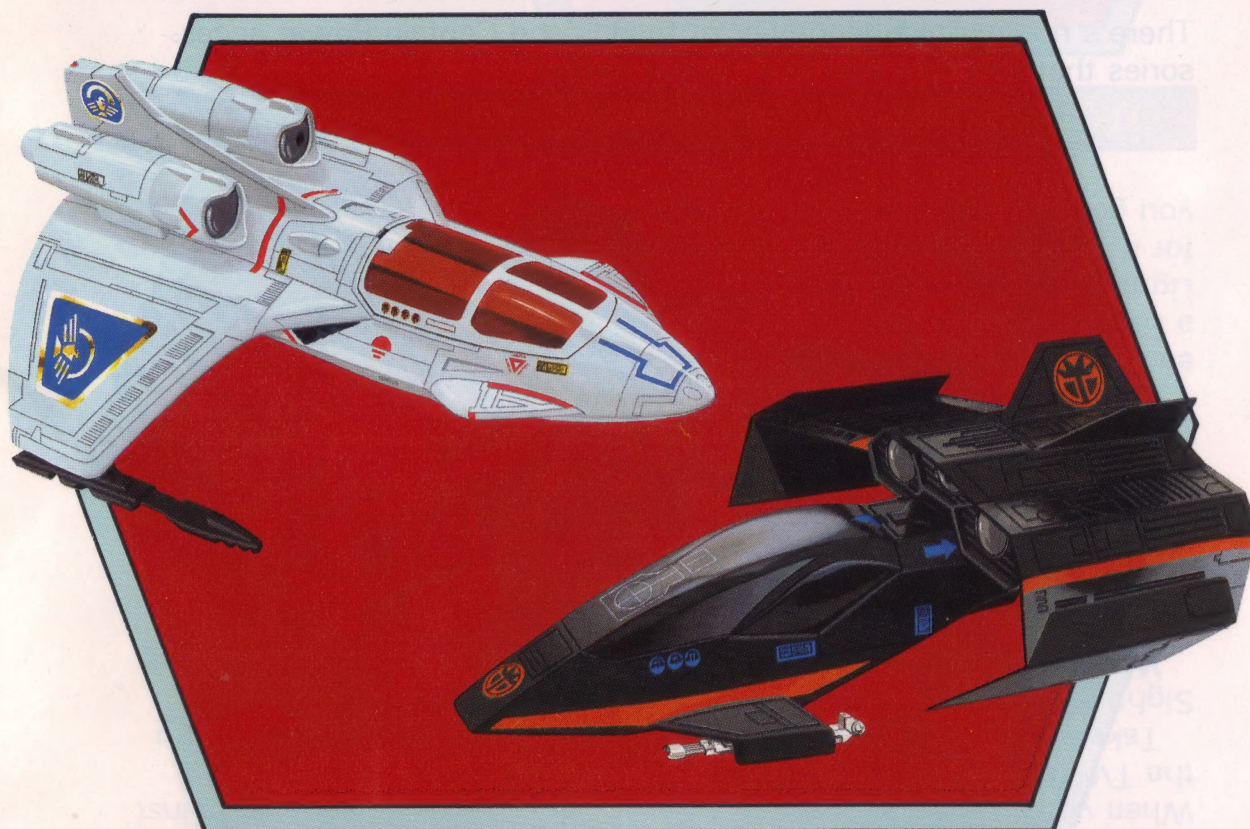
1. Move the On/Off Switch on your accessory and the Power On energizer to the "on" position. Take aim and fire at the Power On sensor with any Captain Power vehicle.
2. Power On! The energizer is now in "**ENERGY FIELD**" mode. If a vehicle gets too close, the Power On Energizer will HIT the vehicle and take away a PowerPoints. Be careful—if the energizer takes away all of your vehicle's points, the vehicle will blow up!



The Force Field lasts for 15 seconds. Then, the Power On Energizer switches to "**CHARGE-UP**" mode. Now, if a vehicle moves in close to the energizer, it will be able to GAIN PowerPoints! Just aim your vehicle at the Power On, wait for the On-Target Light to come on, then pull the trigger. (For more details on vehicle scoring, read the "PowerJet XT-7 and Phantom Striker" section.)



THE POWERJET XT-7



THE PHANTOM STRIKER

With either of these fighter jets, you can actually take part in the battles onscreen during the Captain Power TV shows or videotapes. Or these jets can shoot and score hits on each other!

▶▶▶ PLAYING AGAINST THE TV ▶▶▶

GETTING STARTED

Move the On/Off Switch to the "on" position. You'll hear a short "Power-Up" sound. Then move the TV/Room switch to the "TV" position.

Squeeze the trigger; you'll hear a three-tone "Fire" sound. You will always hear that sound when you have squeezed the trigger and MISSED a target or AVOIDED BEING HIT by a laserblast.

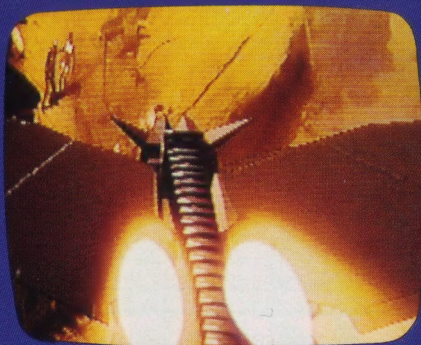
WHAT TO AIM AT ON TV

There are 3 to 5 minutes of battle footage in each episode of the Captain Power TV show that you can play against. Whenever any of the following occur during the show, you should get ready for interactive battle: • Whenever our heroes "Power On!" • Whenever a hero or enemy calls out "Activate Energy Shields!" • Whenever you see a laser blast from a hero or enemy.

Other targets you will be firing at are:

◆ SOARON SKY SENTRY™ ◆ ENEMY LASERBLASTS

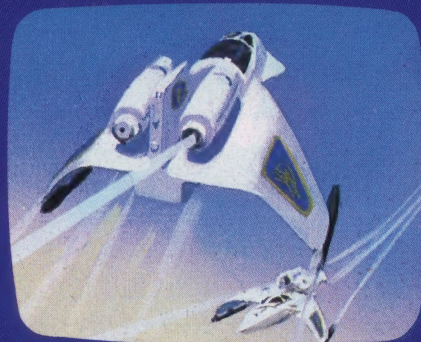
◆ POWERJET XT-7 and PHANTOM STRIKER
—fire at their retro-rockets during chases!



SOARON SKY SENTRY



ENEMY LASERBLASTS



POWERJET XT-7



PHANTOM STRIKER

DISTANCE FROM THE TV

Both jets will work up to 10 feet from the TV.

For best results, aim your jet straight at the TV screen. However, you can stand or sit at an angle from the TV (for example, you can sit on the floor in front of the TV and aim a jet upward).

The jets will work in normal room light. For best results sit or stand between 5 and 10 feet from the TV.

TYPES OF TVs

The PowerJet XT-7 and Phantom Striker will work with color or black & white TVs, on screen sizes from 12 inches to 36 inches, but may not work with projection TVs. If your TV screen is smaller than 19", you may have to be closer than 10 feet from the TV for best results.

AIMING AND FIRING

Line up TV targets along the jet's TV Aiming Sight (see the Assembly Instructions for a diagram of your jet).

When you're locked onto a TV target, your On-Target Light will light up RED.

When the light is red, gently SQUEEZE THE TRIGGER. You've SCORED! The jet will make a three-tone SCORE sound ("ba-ba-boom").

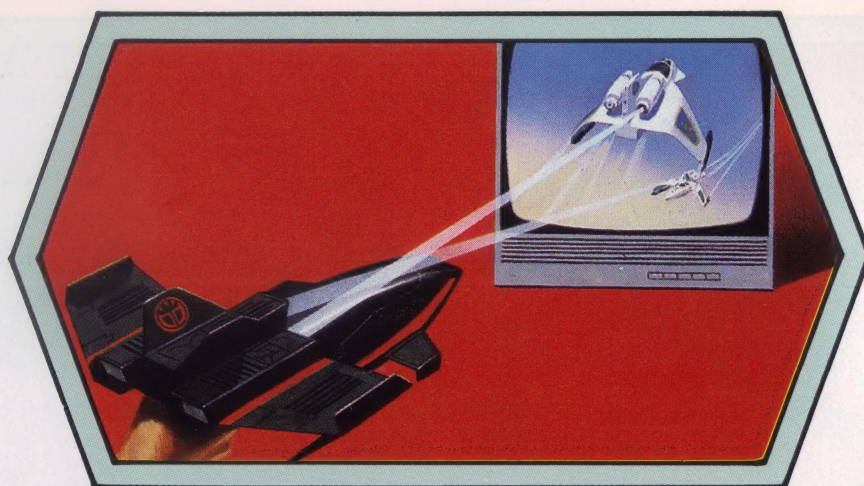
Battle Hint: When you're chasing a jet and trying to lock onto its retro-rockets, "fly" your jet as if it were actually chasing the enemy jet through the sky!



AVOIDING ENEMY LASERBLASTS

While you're trying to lock onto enemy targets, they'll also be shooting at you! Anytime a laserblast comes toward your jet, SQUEEZE THE TRIGGER! If you don't, you could get HIT! If you do get hit, your jet will make a low, one-tone HIT sound.

If laserblasts keep coming, you need to keep firing to avoid being hit. Some laser blasts will still hit you—you can't always block out the big ones!



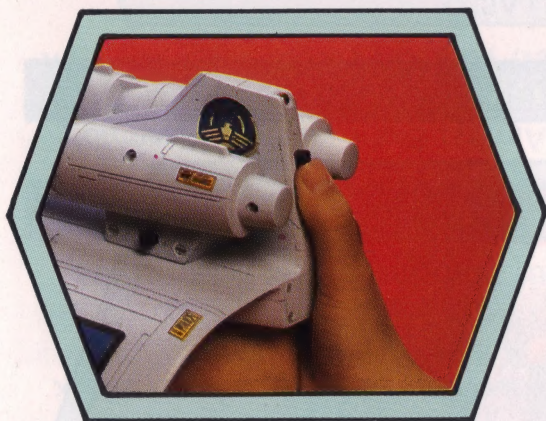
Battle Hints: Don't wait for the On-Target Light when laserblasts are coming at you—just fire!

● Turning your jet away from the TV screen to avoid being hit is NOT fair play—besides, you could miss a chance at hitting more targets if you turn away!

● If you're playing with the Phantom Striker, you should still fire at the evil targets onscreen. Your jet can still SCORE and HIT the same.

SCORING

When you turn your jet on, you always start with 5 POWERPOINTS. To tell how many PowerPoints you have, push the PowerCheck button (same as the On-Target Light). You'll hear the number of PowerPoints you have beeped out in groups of 5.



Each time you SCORE (aim, lock onto a TV target and fire), you ADD 1 PowerPoint to your total.

Each time you get HIT by an enemy laserblast, you LOSE 1 PowerPoint.

You can score a maximum of 25 PowerPoints. When you reach 25, you automatically hear a "VICTORY"

sound. Your jet stops keeping track of your score after 25, but you can keep playing. Your jet will still SCORE and get HIT.

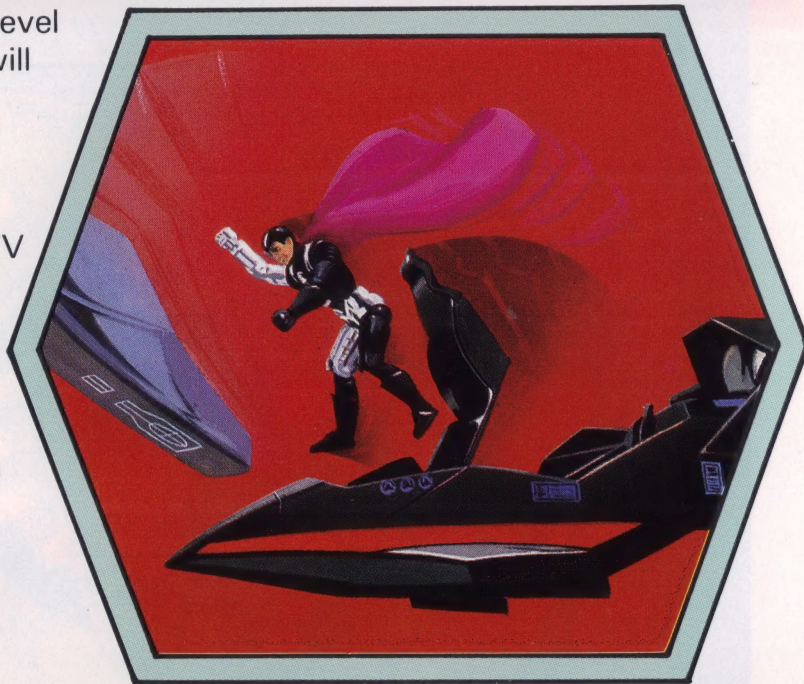
CHECKING YOUR SCORE

During a TV battle, you can stop to check your PowerPoints level. Push the PowerCheck button. The jet will beep out the number of PowerPoints you have. If you want to resume playing before the jet has finished beeping, just squeeze the trigger.

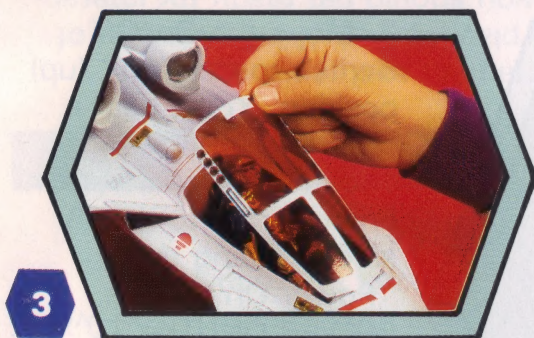
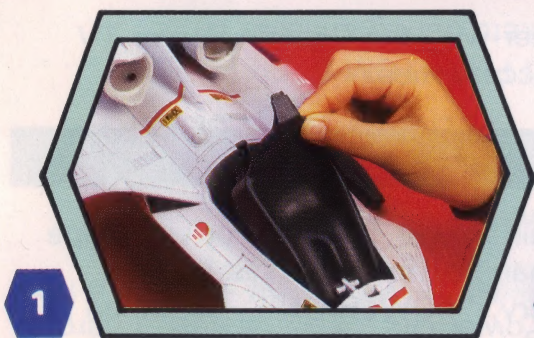
EXPLOSION!

If your PowerPoints level reaches 0, your jet will get BLOWN UP! The cockpit will eject the pilot out of the jet.

You can still keep playing against the TV after you've "blown up," but you will have to turn the jet off and then on again to reset. You now start out with 5 PowerPoints again.



RESETTING THE COCKPIT



1. Hook the seat over the Ejector.
2. Push down until it latches.
3. Then latch the canopy into place.

You can also "blow up" the cockpit manually. Just push down on the Cockpit latch.

《《 PLAYING AGAINST OTHER VEHICLES 》》

When you're not playing against the TV, your jets can fire at and hit each other!

GETTING STARTED

Turn your jet on. Then move the TV/Room Switch to the "Room" setting. You still start out with 5 PowerPoints.

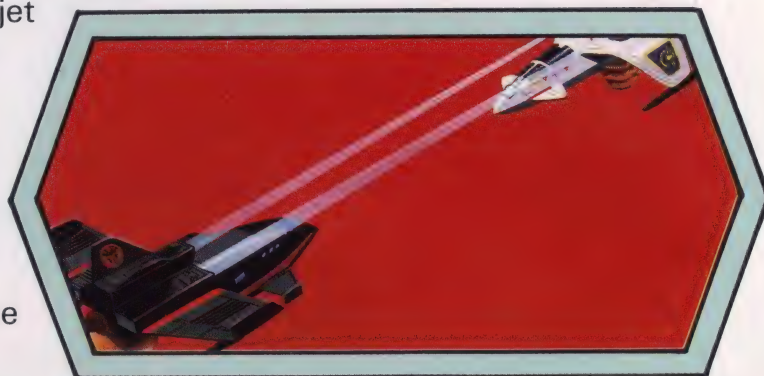
FIRING AT ENEMIES

When you're firing at enemies, you CANNOT score as you do against the TV—you can only get HIT!

Take aim at your enemy's Battle Sensor (using your Room Aiming Sight). You can hit your enemies from up to 20 feet!

When you fire, your jet shoots a burst of light. You can SEE where you're hitting. Each time you squeeze the trigger, you'll hear the FIRE sound.

When you hit your enemy, his jet will make a HIT sound, and his Light Blaster will light up for a second. If you're too far away to hear his HIT sound, you'll know you got him when you see this light!



EXPLOSION!



When your enemy's score reaches zero, he blows up! His cockpit and pilot are ejected! Reset the cockpit as described in "Playing Against the TV."

NUMBER OF PLAYERS

You can stage battles between any number of Captain Power vehicles—team vs. team or every man for himself!

Battle Hint: See "Super Battle Games" on p. 13 for more ideas on staging Captain Power battles.

▶▶▶ USING THE REFLECTOR TARGET ▶▶▶

Your jet comes with a Reflector Target that you can use for solo training missions.

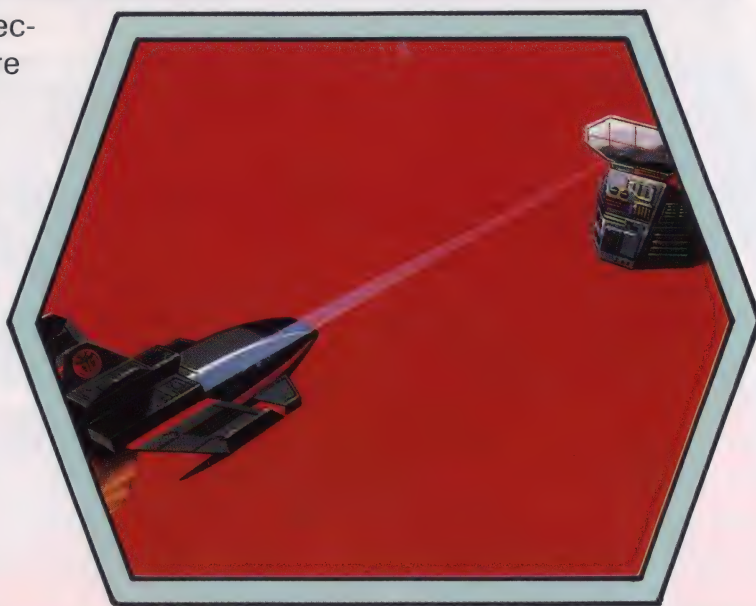
GETTING STARTED

Turn your jet on and set the TV/Room Switch to "Room."

TAKING AIM

Fire at the target's reflective surface as if it were an enemy jet. This target practice will help you aim better.

Each time you're on target, you will give YOURSELF a hit. After you've given yourself 5 hits, your jet will blow up!



THE INTERLOCKER

PLAYING AGAINST THE TV

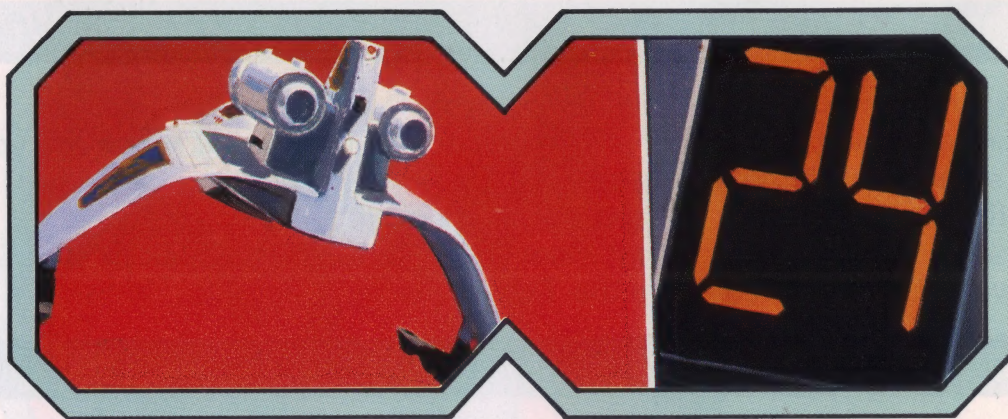


You can use the INTERLOCKER™ Throne to take part in TV battles just as you would with the PowerJet XT-7 or the Phantom Striker. Follow the rules beginning on p. 6 to help you understand how to use the Interlocker with the TV.

The Interlocker does include some special features that make playing against the TV—and other vehicles—even more fun and challenging!

THE BATTLE SCOPE

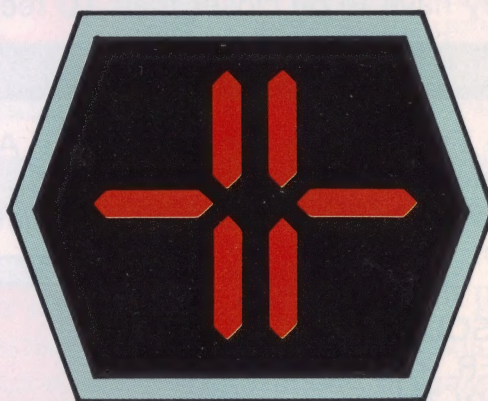
When you look through the Battle Scope, you see the action on the "figure's eye level." It's as if you're sitting right in Lord Dread's throne!



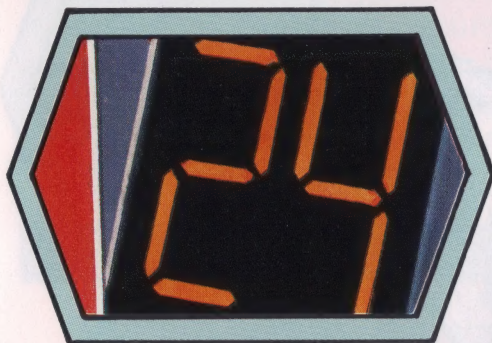
AIMING SIGHT

Look through the Battle Scope. To lock onto TV targets, line them up through the red Aiming Sight. When you're locked on, the Display Panel will light up with this symbol:

That means FIRE! The Interlocker SCORES a PowerPoint.



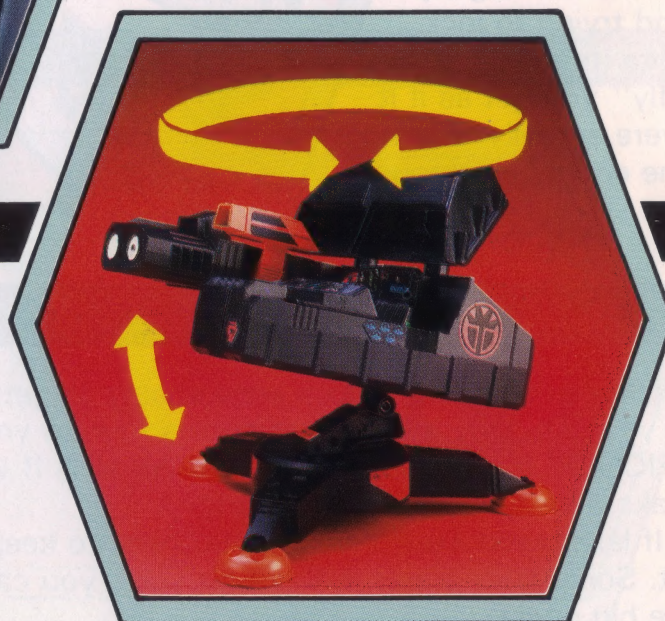
POWERCHECK



When you want to check your PowerPoint level, push the PowerCheck button. The Display Panel will light up with a digital score display.

SWIVELING & PIVOTING

The Interlocker swivels 360 degrees and pivots up & down for fast battle action!



SPECIAL FEATURES

5-MINUTE WARNING

If you leave any Captain Power accessory in the "On" position and don't play with it for 5 minutes, the accessory will make a WARNING sound (three series of three tones). This sound means you should turn the toy off to preserve the batteries.

ENERGY FIELD BLOCKOUT

Your Captain Power accessories work best in normal room light, or slightly darkened rooms. They can not be hit when they are directed toward a harsh, bright light.

When the PowerJet XT-7, Phantom Striker, or Interlocker are aimed directly into a very bright light source, you'll hear an ENERGY FIELD BLOCKOUT sound (continuous beeping). This sound means your vehicle is in an "energy field" (receiving too much light) and cannot be HIT by another vehicle. Your vehicle can still FIRE, however.



"SUPER BATTLE" GAMES

TV BATTLES

Any number of vehicles can fire, score, and take hits during TV battles at one time. Depending on how well you and your friends play, each of you may have a different PowerPoints score at the end of the battle. See who has the most PowerPoints at the end of a Captain Power show!



ROOM BATTLES

There's no limit to the number of friends and Captain Power accessories that can take part in a "super battle!"



Sky battle between the PowerJet XT-7 & Phantom Striker!

Interlocker anti-aircraft gun blasts away at Captain Power!

Power On Energizer force field scores hits on the Interlocker!

Who'll get blown up first?

TROUBLESHOOTING

If you're having trouble operating your Captain Power accessory, go through this checklist first:

1. Are you using fresh alkaline batteries? Are they installed properly? (See Assembly Instructions.)
2. Is your accessory in the "On" position? Is the TV/Room switch at the proper setting (jets and Interlocker)?
3. Are you aiming along the proper sight? Check the Assembly Instructions for location of the Aiming Sight.
4. Is your accessory the proper distance from the target (no more than 10 feet from the TV, 20 feet from other vehicles)?
5. Is your TV picture bright enough? You may need to adjust color and brightness if you cannot properly see the TV targets.
6. These toys may not work properly against a projection TV.

◀◀ CAPTAIN POWER HOTLINE ▶▶▶

If you're still having trouble with your accessory, call Mattel Consumer Affairs toll-free at **(800) 421-2887** (Alaska and Hawaii residents phone (213) 978-6128, 6129, 6130, 6133) between the hours of 8:00 AM and 4:30 PM PST. We want to help you be prepared to POWER ON!

This equipment generates and uses radio frequency energy and if not used properly may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J or Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference. However, there is no guarantee that interference will not occur. If this equipment does cause interference to radio or television reception, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient the receiving antenna.
- Relocate the product with respect to the receiver.
- Move the product away from the receiver.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions.